

# Anthony Scarangelo

[scarangelo.a@northeastern.edu](mailto:scarangelo.a@northeastern.edu) | 917-284-2994

[ascarangelo.github.io](https://ascarangelo.github.io) | [github.com/ascarangelo](https://github.com/ascarangelo)

Graduating **May 2021**

---

---

## PROJECTS

---

**Bone Throne (C++)** April 2020

- A top down roguelike action game set in a cartoonish wild west desert
- Developed a unique component-based game engine, used SDL2 for rendering

**Come on Blue! (Scala, Java)** November – December 2019

- A Scala application which finds the worst called strikes and balls for any given MLB game
- Gathers both real-time and historical game data using MLB Gameday API to calculate poorly called pitches
- Applies Scala XML parsing to gather information about strike zone dimensions and pitch location

**Rear Pew Mirror (C#)** April 2019

- A multiplayer first-person shooter where players can only shoot directly behind them
- Created multiple game changing powerups and developed a king of the hill objective system

**Livestream Defense Scheme (C#)** January 2019

- Created a Twitch integrated game in which the player must defend his house with household items
- Livestream viewers can type “!join” in chat to be added as a computer-controlled enemy

## WORK EXPERIENCE

---

*AdSmart Data Engineer Co-op, NBCUniversal*, New York, NY July – December 2019

- Implemented and improved multiple data monitoring tools to automatically detect irregular data sets
- Utilized PostgreSQL databases and Apache Spark to read and filter data
- Created a checkpointing system which utilizes S3 buckets to maximize program efficiency

*CORE Studio Intern, Thornton Tomasetti*, New York, NY July – August 2018

- Developed an augmented reality Android app using Unity to help engineers visualize structural plans
- Designed a new user interface to improve app organization and usability
- Implemented Amazon Rekognition API to dynamically label photos for better organization

## COMPUTER KNOWLEDGE

---

**Languages:** Java, Scala, C#, C++, Spark SQL, C, Lua, Typescript, HTML, CSS, PHP

**Systems:** Windows 8/10, Linux, macOS

**Software:** Unity, Git, Docker, Jenkins, IntelliJ, Visual Studio, PuTTY

## EDUCATION

---

**Northeastern University**, Boston, MA 2017 – Present

*Candidate for a Bachelor of Science in Computer Science and Game Design* GPA: 3.7/4.0

## INTERESTS

---

Baseball, Trumpet, Esports, Theatre, Video games